WIP: The Optimization of Alcoholism under a Hypothetical Bartering System

Kevin Palani and Kevin Zheng

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1 Introduction to the hypothetical bartering system

You have \$10, and a beer is 2\$. Very quickly you can see that if you spend all 10\$, you will get 5 beers. Once you've drunken the 5 beers, you are left with 5 beer bottles and 5 caps. The store owner strikes you a deal. If you give him two empty bottles or four bottle caps, he'll give you a new bottle of beer. He is also kind enough to let you drink before you pay. How many drinks you can get?

2 Modeling amount of caps and bottles

2.1 Vector representation of caps and bottles

 $\begin{bmatrix} a \\ b \\ 1 \end{bmatrix}$

Will be the vector that represents the bottles and caps such that a is the amount of bottles, and b is the amount of caps. The 1 is a homogenization of the vector.

2.2 Matrix representation of the bartering system

If we can spend two empty bottles and receive a full drink, that is equivalent to spending two bottles and getting one bottle and one cap. We will represent this operation as the following translational matrix.

$$B = \begin{bmatrix} 1 & 0 & -2+1 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

And since we can drink before we pay, having only one empty bottle is enough to drink.

$$B = \begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

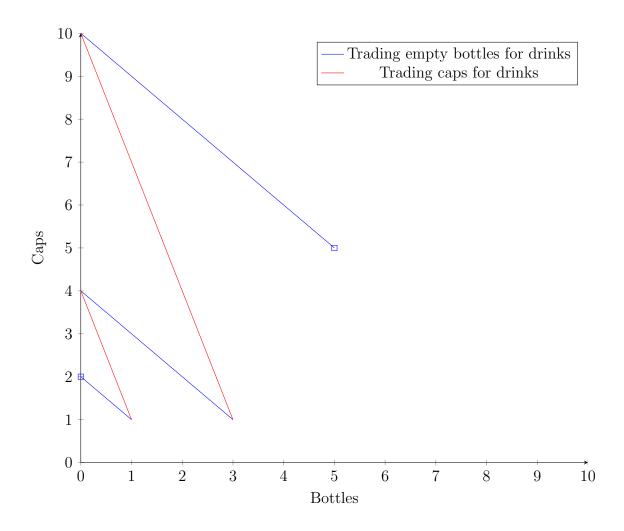
The purchasing of a full drink using 4 caps can be similarly represented as a translational matrix.

$$C = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & -4+1 \\ 0 & 0 & 1 \end{bmatrix}$$

Which can simply be evaluated to.

$$C = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & -3 \\ 0 & 0 & 1 \end{bmatrix}$$

These two operations can be represented geometrically as a translation of a point on a 2 dimensional Cartesian plane. For example, if we start with 5 empty bottles and 5 empty caps, we can trace the motion of the point as following.



2.3 Algebraic Solution

Let \vec{i} be the initial state, \vec{f} be the final state, c be the cap-based transactions, and b be the bottle-based transaction.

$$\vec{i} + c \begin{bmatrix} -3\\1 \end{bmatrix} + b \begin{bmatrix} 1\\-1 \end{bmatrix} = \vec{f}$$

$$c \begin{bmatrix} -3\\1 \end{bmatrix} + b \begin{bmatrix} 1\\-1 \end{bmatrix} = \vec{f} - \vec{i}$$

$$\begin{bmatrix} -3&1\\1&-1 \end{bmatrix} \begin{bmatrix} c\\b \end{bmatrix} = \vec{f} - \vec{i}$$

$$\begin{bmatrix} c\\b \end{bmatrix} = \frac{1}{2} \begin{bmatrix} -1&-1\\-1&-3 \end{bmatrix} (\vec{f} - \vec{i})$$

The goal is to get as drunk as possible, which is reaching as many transactions as possible, thus we want to maximize b+c with respect to the elements of f. The above matrix equation

can be represented as the following set of equations.

$$c = \frac{1}{2}(-(f_c - i_c) - (f_b - i_b))$$

$$b = \frac{1}{2}(-(f_c - i_c) - 3(f_b - i_b))$$

$$c + b = \frac{1}{2}(-2(f_c - i_c) - 4(f_b - i_b))$$

Which can be simplified to:

$$c = \frac{1}{2}(-f_c - f_b + i_c + i_b))$$

$$b = \frac{1}{2}(-f_c - 3f_b + i_c + i_b))$$

$$c + b = (-f_c - 4f_b + i_c + 2i_b)$$

Using the typical optimization with derivatives isn't going to help us here, because the function is linear with respect to both f_c and f_b . Instead we can use the constraint that c, b, and c + b must be natural numbers (in my definition, the natural numbers include 0).

$$c \in \mathbb{N}$$
$$-f_c - f_b + i_b + i_c \in 2\mathbb{N}$$

Since $i_b = i_c$, $i_b + i_c \in 2\mathbb{N}$

$$-f_c - f_b \in 2\mathbb{Z}$$
$$f_c + f_b \in 2\mathbb{N}$$

3 Using the final state of the vector to deduce the amount of drinks drunk

Since two empty bottles can get you a drink and a drink is worth \$2, then that means one bottle is worth \$1. Similarly since four bottle caps can get you a drink and a drink is worth \$2, then that means bottle cap is worth \$0.5.

Since a full drink is consisted of one cap, one bottle, and some drink, we can use simple algebra to deduce that:

$$\$2 = d + \$1 + \$0.5 \tag{1}$$

$$d = \$0.5 \tag{2}$$

the worth of the drink is \$0.5. If we started with \$10 dollars, and we are left with a bottles and b caps, then:

$$\$10 = \$0.5x + \$a + \$0.5b \tag{3}$$

$$x = \frac{\$10 - \$a - \$0.5b}{\$0.5} \tag{4}$$